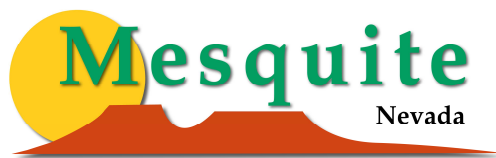


Design Standards for Development in the Downtown Central Business District



**10 East Mesquite Boulevard
Mesquite, Nevada 89027
(702) 346-2835**

**Revised 4/14/2009
by Ordinance No. 422**

**Previous 6/12/2007
by Ordinance No. 378**

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Design Standards for the Downtown Central Business District

I. Background, Purpose and Interpretation

A. Background

The Architectural Advisory Committee was established the summer of 1995. The Committee drafted the original standards and adopted the Mesquite Southwest Style. The design standards were adopted on August 8, 1995. On June 30, 1998, the name of the Committee was changed to the Architectural Review Committee and was re-established by Ordinance 210.

Both the community's City of Mesquite Master Plan and the Urban and Industrial Corridors Redevelopment Plan address, in detail, the city's strategies to achieve a high quality of life and imagery for Mesquite's citizens and visitors: and to strengthen economic development and opportunity for every aspect of local business.

B. Purpose and Objectives

The purpose of these adopted City of Mesquite Design Standards is to create a Downtown Central Business District (DCBD) community design, which reinforces the historic and cultural foundations of Mesquite and protects the high quality of life of a family oriented resort community. They are the guide by which developers, property owners, Architectural Review Committee and City Council, acting as the Redevelopment Agency, can rely to achieve the goals of the Redevelopment District and Mesquite Master Plan.

These standards are also established to safeguard the heritage of the City; enhance property values; strengthen civic pride and the community's sense of identity; promote the private and public enjoyment of culturally significant community facilities and enhance the visual and aesthetic appeal of Mesquite; assure that new construction, restoration, and rehabilitation projects are compatible with the goals and objectives of the community at large.

The recognized core of early Mesquite was the Elementary School and the Mesquite Ward Chapel. The objective of these standards is to help recapture that sense of center and community by reestablishing and redefining the DCBD as the focus of Mesquite. As such the design standard should embody the following community criteria as objectives of the DCBD:

- a. Protect views and natural vistas
- b. Project a hospitable vibrant environment
- c. Be reverent to its history and landmarks
- d. Be structurally efficient
- e. Be safe and accessible
- f. Be functionally and aesthetically interconnected.



C. Interpretation and Application

1. These standards are designed to provide direction to the members of the Architectural Review Committee and to the public as a whole. Failure to meet the Standards can form a basis for denial of a project.

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2. All questions regarding the proper interpretation and application of these Standards shall be resolved by the Architectural Review Committee, or upon appeal, the City Council. (as outlined under Section III. C.)
3. These standards are to be applied to all properties within the Downtown Central Business District. Those properties that did not join the Redevelopment District must still adhere to these standards for all construction, remodeling and rehabilitation projects. Non-compliance with these Standards shall not be used to invalidate any action taken by the Architectural Review Committee, nor shall such non-compliance constitute a cause of action against the City or its officers, employees or agents concerning any matter.

II. General Information and Procedures

A. Meeting Dates and Location

Meetings are held on an as needed basis and are typically located at City Hall. Occasionally, there is a need to hold a special meeting. Dates and times of all meetings shall be posted per the Nevada Open Meeting Law.

B. Application and Filing Procedure

Applications are available at the front counter of Planning and Redevelopment located at 10 East Mesquite Boulevard, Mesquite, Nevada or online at <http://www.mesquitenv.com/file/ArchitecturalandSitePlanReview>.

Submissions must follow the standard application cycle (which can be found on the same webpage described above) to appear before the Architectural Review Committee.

Applicants pay fees associated with the application being filed.

Applications must be accompanied by professional quality preliminary plans, appropriate design details, cross sections, project description and scope of work to be performed, and renderings with color and material for exterior finishes. Renderings must include all sides of the building. It is encouraged for the applicant to provide color and material samples for Architectural Review Committee consideration.

Site plans are required for the submittal and will be considered by the Architectural Review Committee for general layout. Primary buildings shall be built adjacent, and oriented to, the street with on-site parking located in the rear.

C. Noticing and Posting

The Architectural Review Committee must comply with all the requirements of the Nevada Open Meeting Law. Meeting notices shall be provided at four public locations by no later than 9 a.m. PST, three days prior to the meeting.

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D. City Staff Contact Information

For questions regarding DCBD Architectural Standards, general information and filing procedures please contact:

Mesquite City Hall
Planning and Redevelopment
10 East Mesquite Boulevard
Mesquite, Nevada 89027



Phone: (702)346-2835 Fax: (702)346-5382

City Hall hours of operation are Monday thru Thursday 7:30 a.m. to 5:30 p.m. and Friday 7:30 a.m. to 11:30 a.m.

III. Goals and Policies

A. Architectural Review Committee Jurisdiction

The Architectural Review Committee shall review all proposed building, remodeling or rehabilitation projects in the DCBD. The Architectural Review Committee (ARC) shall review all projects in the Redevelopment District, which request assistance. The Architectural Review Committee may also suggest to applicants and the City Council, acting as the Redevelopment Agency, special features or material for specific projects.

The Architectural Review Committee shall recommend approval, conditional approval or denial of the application. The ARC recommendations are forwarded to staff and/or City council for action.

B. Review Criteria

Architectural design within the DCBD shall be utilized to maintain the small town character of Mesquite, in a historic context, and to provide continuity with the community's past and a linkage with its future. The use of design elements that portray early development along the "Mormon Trail" or the "Old Spanish Trail" are encouraged.

The Architectural Review Committee shall approve proposed work that is:

- Harmonious with the architectural character of the adopted standards for the district
- Sensitive to existing approvals on adjacent properties
- Utilizes appropriate building materials, scale, size and height for design
- Incorporates appropriate cultural characteristics of historical architectural features
- Provides for site amenities, street furniture and appropriate signage and graphics

The Architectural Review Committee will review the following items as it relates to specific projects:

- Acceptable textures

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- Ornamentation and accessories such as paint colors and types, use of wood, stone, metal, plaster, plastic and other man made materials, use of shutters, wrought and cast iron, and finishes of metal
- Light fixtures
- Canopies and awnings
- Exterior carpentry

C. Appeal Process

Denied applications may be appealed in writing by the applicant within ten (10) days of the action by the Architectural Review Committee.

Pursuant to Section 9-5-9 of the Mesquite Municipal Code, the applicant shall submit copies of the plans and the findings of the Architectural Review Committee, including the reasons for the denial. The appeal request shall be filed immediately with the City Clerk, who shall place the matter on the agenda of the next regularly scheduled meeting of the Redevelopment Agency. The City Council, acting as the Redevelopment Agency, shall hold a hearing on the appeal and shall render its decision within thirty (30) days after the filing of the appeal.

IV. Design Standards

A. Basic Standards

The basic design standards shall apply to all buildings in the DCBD. Exceptions to these standards by builders should be clearly spelled out and the rationale open to public scrutiny. No financial assistance shall be given to projects that only apply the basic standards. All architecture must be of a Mesquite Southwest Décor.

1. Building Design

a. Massing:

Mass is the 3-Dimensional shape a building takes on in its simplest form (ex. A cube or box). The success of any design is a direct result on how the simple form is broken up and articulated. Simple surface details will not serve as a substitute for distinctive massing. Successful massing should deal with the horizontal and vertical planes of the building. There are numerous design elements to accomplish this requirement which will not be listed in this document, but left up to the architect.

Each building is limited to no more that 30% single story in height. All single story roofs should be sloped.

Scale of the ground floor should be at an intimate or human scale that engages the pedestrian.

360° degree architecture is encouraged to eliminate blank rear or side facades. Consider the spaces between buildings as an asset to be held to the highest design standard.

Design Standards for the Downtown Central Business District

b. Building Finishes:

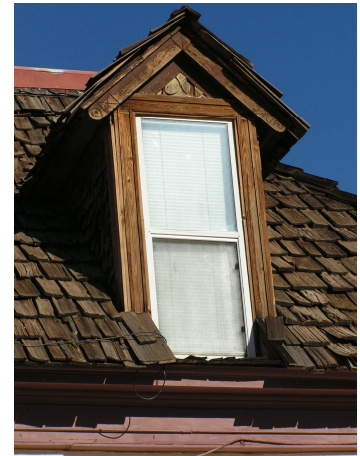
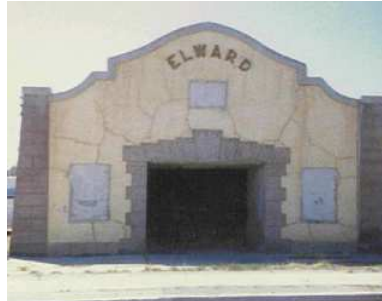
Building finishes must consist of one or a combination of the following:

- Stucco (All stucco will incorporate a 2 ½ inch minimum radius on all corners)
- Stone veneers
- Slump stone
- Reclaimed or used brick
- Burnt adobe of approved styles
- Sandstone
- River rock
- Quarried stone

Color choices in the DCBD will differ, depending on the materials used. The buildings must be white, creams, or earth tone colors. A color palette providing a range of hues, tints, and tones to be used in the DCBD is available for view at the Planning and Redevelopment.

c. Roof Finishes:

A variety of geometric roof forms are encouraged which have a historic design reference to Mesquite.



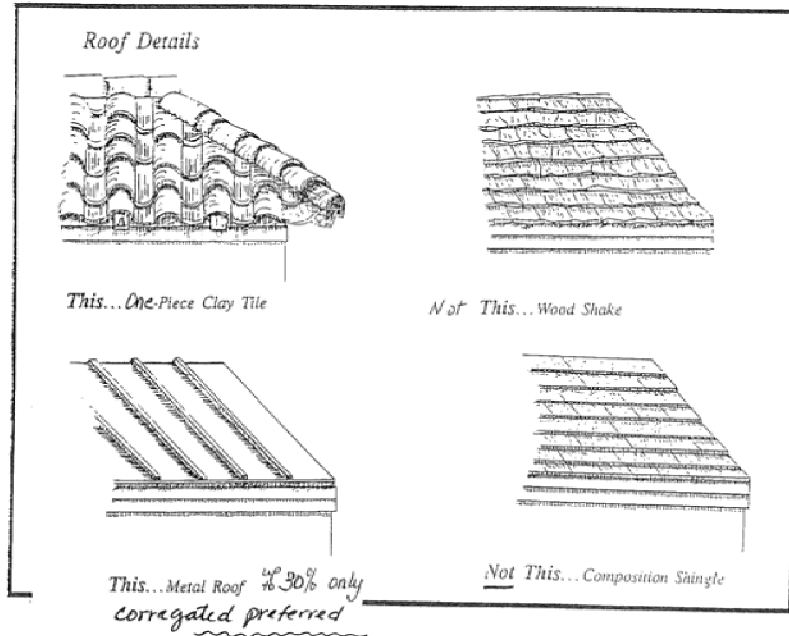
Parapets or other integrated design elements shall hide all roof top equipment from view of the street. Parapets and all roof apparatus and equipment shall be painted in an approved complimentary or matching color.

A pitched or mansard roof should have a minimum of 4/12 pitch.

Roof finishes must consist of one of the following:

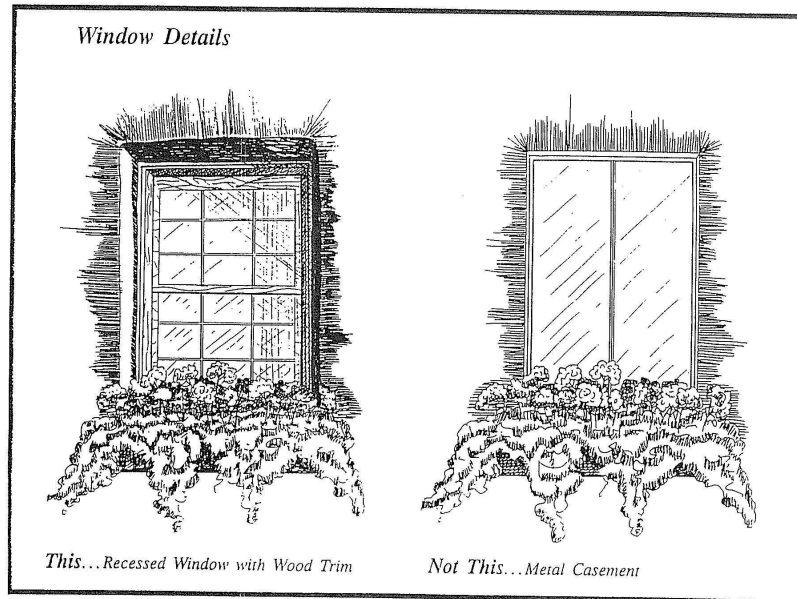
- International Code Council (I.C.C.) listed round tile, S-Tile, or Pantile in a reddish clay tile color
- Corrugated or standing seam material
- Flat roofs shall be finished with approved materials and of cream or earth tone colors
- Concrete shakes

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d. Windows, Doors and Entries:

Windows and doors shall be recessed for solar protection, and where appropriate provided with shading devices.

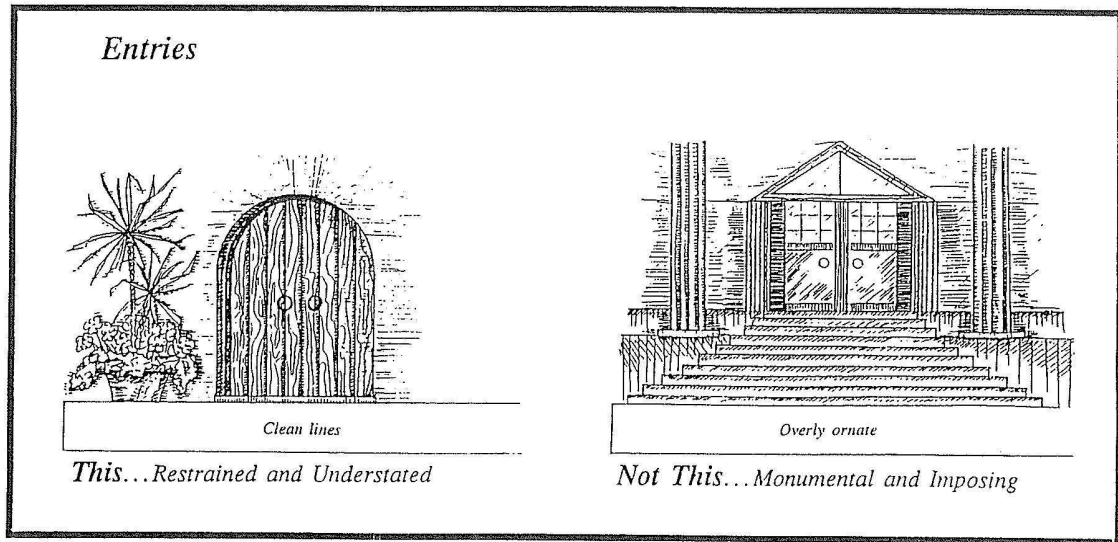


Hardware style should enhance the door types. Doors may be metal or store front.

Windows may be metal, fiberglass or vinyl (PVC) material.

Entry way arches are encouraged. Upper floor entries at the street should be distinct and designed to the use, whether residential or commercial.

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Wherever awnings cover windows at street level, they shall extend over city sidewalks to provide shade for pedestrians. Optimally each should extend to the tree canopy. No signage shall be allowed on the awnings unless approved by City Council, acting as the Redevelopment Agency.

Entry way or upper floor access stair treads should be colored concrete, textured finish, or tile. Risers should incorporate a pattern. Stair railing should be a material and color consistent with door, window, and lighting hardware.



e. Covered Walkways Including Columns, Column Bases, Capitals and Bracing Brackets:

Buildings shall incorporate covered walkways especially those with southern or western exposure. Upper floor exterior walkways should be covered and designed to compliment lower floors.

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Covered walkways should create a uniform architectural style. Building material shall be limited to the following:

- Wood
- Iron
- Brick
- Stone
- Stucco
- Or other approved compatible material with exterior finishes

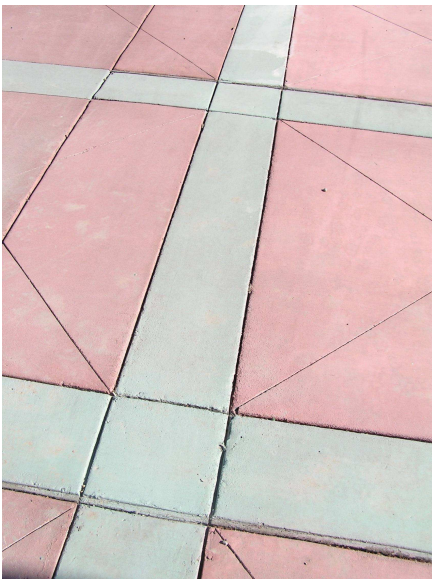
2. Site Plan

All primary buildings shall be built to the front setback and any on- site parking shall be provided to the rear of the buildings. Primary facades shall be oriented to the street. Main entrances shall be adjacent to a public sidewalk or public open space. A blurring of public vs. private space is encouraged.

a. Walkways & Pedestrian Spaces:

Walkways, other than public walkways, shall be designed to incorporate at least one of the following:

- Paver material
- Textured finish
- Integrally colored patterns



A broom finish walkway is not acceptable.

Walkways shall also provide night lighting that is indirect, filtered. In addition, trellised walkways planted with climbing vines, public-seating areas, courtyards, fountains and other outdoor uses that relate to the streetscape are encouraged.



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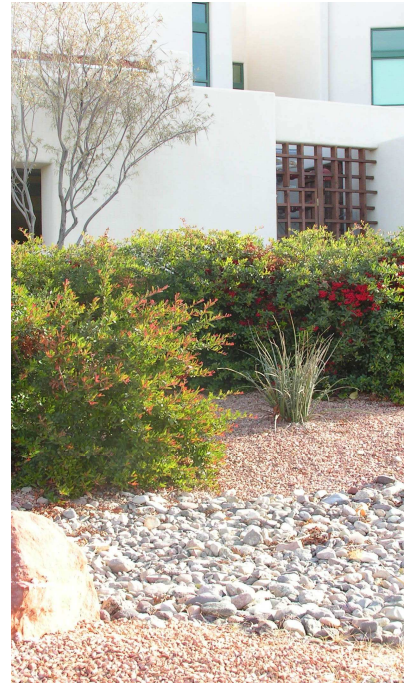
b. Landscaping:

All properties are encouraged to fully landscape their sites as an attraction for customers of the DCBD.

Parking areas incorporate landscaping as a means to provide a buffer and visual screen to service areas, to reduce heat, and to provide shade to the parked vehicles.

Drought resistant plant materials should be used extensively to reduce water consumption. Turf, groundcover, crushed high density sandstone, or decomposed granite may be used as a ground cover.

Refer to UDO Section 9-8-4 for landscaping standards. Additionally, the following open space elements may be credited toward the percentage of required landscaping: 1) Plaza; 2) Park; 3) Garden; 4) View/sun terrace; 5) Greenhouse; 6) Atrium; 7) Galleria; or 8) Similar open space as approved by the Architectural Review Committee.

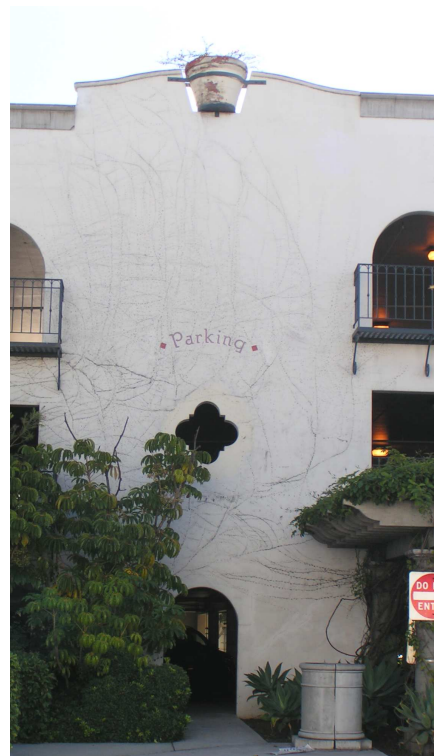


c. Parking:

There are no parking requirements within the DCBD for Redevelopment parcels. Those properties required to provide on-site parking shall meet all UDO Title 9 code requirements for design and landscaping criteria. On-site parking shall be contained to the rear of buildings and not adjacent to the street.

The City is working toward a policy which would see all parking used jointly and collectively by all of the downtown businesses.

Parking structures shall meet the design standards. All interior concrete shall be painted to match the exterior stucco or as approved by the Committee.



d. Fencing:



Generally, fencing between parcels of equivalent zoning is not required and adds to a sense of openness and small town ideals. Where required between incompatible uses or for private space such fences shall be consistent with surrounding properties fencing and building architecture. Wrought iron with a vegetation barrier may provide a solution that meets the sense of openness objective.

Design Standards for the Downtown Central Business District

3. Lighting

Properties within the DCBD shall incorporate night lighting with their covered porches and walkways. All lighting, including that for signs and graphics, is to be indirect/filtered or front-lit.

Parking areas shall be lighted to provide for a safe and secure setting.

Fixtures, poles and bases shall be of an approved style and type. Bases shall be flush with finish grade or dressed with stone.

No neon light is allowed on the exterior of the building. Flood lighting is discouraged.

4. Signage

All signs in the DCBD must conform to Section 9-10-7 of the Unified Development Code for the City of Mesquite.

Signs must be monument and less than 48" in height, with a copy face not to exceed 20 square feet. Lighting for signs must be front lit. Back lit signs or awning signs are not allowed, unless approved by City Council, acting as the Redevelopment Agency.



Each building is allowed one or more signs to be attached to the façade to identify the building name, or attached letter fonts may be used. The letters shall not exceed 24 inches in height and the total of all flat signs combined may not exceed 15% of the building façade in area. Each tenant shall be allowed a sign of similar size to be appropriately placed identifying the name of the business and its address.



- a) wall signs shall be visually compatible with the building or center they identify, and,
 - b) wall signs may not obstruct the view of the building's "character defining" features.
- Each tenant shall be allowed a second plaque type sign to be suspended from the covered walkway in front of the business. The size of the plaque shall not exceed 12 inches in height and 54 inches in length. Additional decal signs may be applied to the entry doors and windows, identifying business hours and other appropriate business information. Decal signs shall not exceed four (4) inches in height.

Neon signs are not allowed in the district. This includes interior signs placed in windows and oriented to the street. One neon sign is permitted as an interior window

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sign, which is a maximum of three (3) square feet in size, and is operated only during business hours to indicate that the establishment is open for business.

5. Utility and Mechanical Screening

All visible utility and mechanical equipment shall be screened using approved landscaping, fencing or other means. Unique design solutions are encouraged.

All roof mounted equipment shall be screened by a parapet or mansard style roof. All screening and/or equipment shall be painted an earth tone matching the roof surface. Roof access shall be provided on the interior of the building. No exterior ladders shall be allowed.



Dumpsters shall be constructed as per City of Mesquite standards. Pedestrian entrance to the enclosure should be provided so the large access gates are used less often. Finish materials including gates must be approved and should match the architecture of the building.

Common mailboxes should be designed with similar features and materials as the main building. The location should be designed within an alcove clear of the main pedestrian flow.



B. Exceptional Standards

Projects that would like financial participation from the Redevelopment Agency must exceed the Basic Standards. The architectural style must be Mesquite Spanish Southwest. Projects must include one or more of the following items to be considered for financial assistance:

1. Building Finishes

a. Exterior Walls:

- Mission stucco
- Smooth stucco
- Sand stucco
- Special exterior paint



b. Roof Finishes:

- International Code Council (I.C.C.) listed clay barrel tile

Design Standards for the Downtown Central Business District

c. Windows and Doors:

- Natural Wood finish or faux finish wood product
- Small pained window feature
- Tall, narrow windows with archways
- Sloped or arched transoms of glass above exterior doors



2. Water Features

- Spanish style water feature or fountain

3. Landscape Features

- Landscape features that are extraordinary may qualify for assistance
- Provide a narrative of seasonal changes of the plant palette and explain what makes the design exemplary

4. Public Art

- Small artisan details such as ceramic tile inlay, shingle type signage, use of decorative cast or wrought iron
- Patterned walkway
- Local historically reference sculpture or monument

5. Other

- Other non-basic design features recommended by the Architectural Review Committee and approved by the Redevelopment Agency.



Design Standards for the Downtown Central Business District

Design Standards Checklist for Development in the Downtown Central Business District

- A. Basic Standards:** The basic design standards shall apply to all buildings in the DCBD. Exceptions by builders to the basic standards should be clearly spelled out in the right margin by each reviewer. No financial assistance shall be given to projects that only apply the basic standards. All architecture must be of a Mesquite Southwest Décor.

1. Building Design

Building Finishes

- ☐ Color
- ☐ Material(s)
- ☐ 2 ½ inch minimum radius on corners

Façade Treatment

- ☐ Front
- ☐ Rear
- ☐ Sides
- ☐ Roof Form
- ☐ Rain Gutter and Downspouts

Roof Finish

- ☐ Material
- ☐ Color

Windows

- ☐ Color
- ☐ Material
- ☐ Recessed

Doors

- ☐ Color
- ☐ Material
- ☐ Recessed
- ☐ Hardware Style

Awnings

- ☐ Color
- ☐ Material

Covered Walkways

- ☐ Arches/Columns
- ☐ Color
- ☐ Material

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Design Standards for the Downtown Central Business District

Stairways

- ☐ Color
- ☐ Material(s)

Massing

- ☐ Horizontal
- ☐ Vertical
- ☐ 30% single story

2. Site Plan

- ☐ Built to front setback line
- ☐ Building(s) oriented to street or public open space

Walkways / Pavers, colored or stamped concrete

- ☐ Material
- ☐ Color
- ☐ Pattern

Landscaping

- ☐ Buffer strips as per UDC
- ☐ Shade for parking per UDC
- ☐ Shade and Screening of parking spaces when provide on site
- ☐ Screening of dumpster

Parking

- ☐ Provided on street or in public lot
- ☐ Provided at rear of building(s)

3. Lighting

- ☐ Pole/Arm Color
- ☐ Fixture Color
- ☐ Fixture Style
- ☐ Base Style
- ☐ Base finish
- ☐ Sconce Style
- ☐ Sconce Color
- ☐ Bollard Style
- ☐ Bollard Color
- ☐ Architectural/Aesthetic Light Fixture Style
- ☐ Architectural/Aesthetic Light Arm Style
- ☐ Architectural/Aesthetic Light Color

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4. Signs

Monument Sign

- ☐ Color
- ☐ Materials
- ☐ Size (20sq.ft. x 48" high)

Flat Sign

- ☐ Color
- ☐ Materials
- ☐ Size (52" length x 12" high)

Window Sign

- ☐ Color
- ☐ Materials
- ☐ Size (4" high)

5. Utility and Mechanical Screening

Roof Mounted Equipment

- ☐ Materials
- ☐ Color

Ground Mounted Equipment

- ☐ Materials
- ☐ Color

Dumpster

- ☐ Materials
- ☐ Gate Materials
- ☐ Color

Mailboxes

- ☐ Materials
- ☐ Color

B. Exceptional Standards:

1. Building Finishes

Exterior Walls

- ☐ Mission stucco
- ☐ Smooth stucco
- ☐ Sand stucco
- ☐ Special exterior paint

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Design Standards for the Downtown Central Business District

Roof Finishes

- ☐ International Code Council(I.C.C.) listed clay barrel tile

Windows and Doors

- ☐ Natural or faux wood finish
- ☐ Small painted window feature
- ☐ Tall, narrow windows with archways
- ☐ Sloped or arched transoms of glass above exterior doors

2. Water features

- ☐ Spanish style water feature or fountain

3. Enhanced Landscape features

4. Public Art

- ☐ Small artisan details such as ceramic tile inlay, shingle type signage, use of decorative cast or wrought iron
- ☐ Patterned walkway
- ☐ Local historically reference sculpture or monument

5. Other

NOTES